Guide No. 78092

The Official

CARNIVAL®

by SEGA®

CARTRIDGE INSTRUCTIONS

For Use with IntelliVision™ or Sears Super Video Arcade™

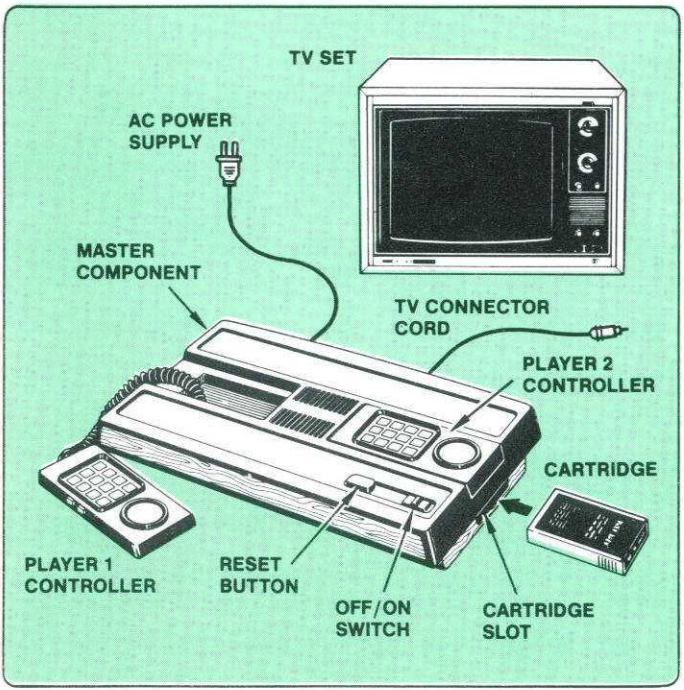
- For one or two players
- Select from four skill levels
- For color TV only

COLECO

GAME DESCRIPTION

Step right up and prove your skill at hitting targets in this exciting carnival shooting gallery. Build up your score with good aim and a careful choice of targets, but watch out for the bullet-eating ducks!

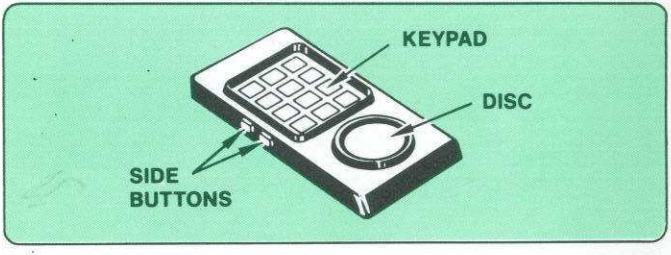
GETTING READY TO PLAY



- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge has been inserted.

USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.



Using the Disc and Buttons for CARNIVAL®

1. **Keypad:** Use Keypad Buttons first to choose a one-player or two-player game. Then use them to select game difficulty and to start playing.
2. **Disc:** Pressing the Disc left or right makes the gun move in that direction.

Caution: Pressing the Disc immediately after a game, resets the game and returns you to the Game Option screen.

3. **Side Buttons:** Pressing any Side Button causes the gun to fire.

HERE'S HOW TO PLAY

STEP-BY-STEP INSTRUCTIONS

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player runs out of bullets.

STEP 1: Getting started.

Press the Reset Button and the title screen appears. Press any Keypad Button or the Disc to make the Game Option screen appear. Follow the directions that appear to select the type of game you want. You can choose from 1 or 2 players and from skill levels 1, 2, 3 or 4. Level 1 is the easiest. Then press any Keypad Button or the Disc to start playing.

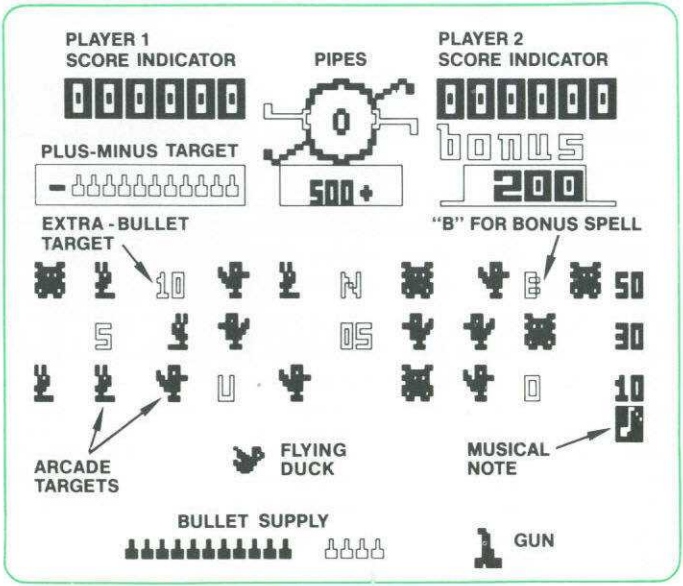
STEP 2: Fire away!

Rack up points by firing bullets at moving targets:

- Red Owls
- White Rabbits
- Yellow Ducks
- "BONUS" Letters
- Extra-Bullet Numbers

But be careful how you aim. Your bullet supply is limited.

NOTE: Hitting the Musical Note will silence the music. Hitting it again will turn the music back on.



STRATEGY

Ducks Bite the Bullets

Watch out! A surviving duck may fly down from the bottom target row to eat ten of your bullets.

Pipe Dreams

Knock out the pipes by aiming for their bowls. But be accurate. The pipe value shown below the wheel decreases with every shot that misses!

Special Strategy: Knock out the pipes early in the game. If any pipes remain on the wheel when you work at hitting the moving targets, ducks, ducks, and more ducks start coming out!

Win Some — Lose Some

Score extra points or bullets by hitting the changing target at left. But look out! If the minus sign appears when the target is hit, the points or bullets shown are subtracted from your total.

BONUS Spell

Spell the word "BONUS" in the correct order and you win the bonus points shown below the word at right. But keep sharp! Hitting a letter out of order cancels the chance to win the bonus points.

Special Strategy: The more moving targets you hit before hitting the letter "B," the more points you get when you spell the word.

Stockpiling

Is your bullet supply running low? Aim for "05" and "10" to stock up on five or ten shot credits. But hurry! Extra-bullet targets appear only in the top two rows.

Bear Up!

Clear the gallery of all targets (moving figures and pipes) and your remaining shot credits are added to your score as points. Then you move on to the Bear Rack. Each time you hit the bear, you earn extra points. But the bear moves faster with every hit, so be quick!

SCORING

Target point values are shown onscreen.

You receive sixty shots at the start of the game: yellow bullet-symbols equal five shots and blue bullet-symbols equal one shot.

Total pipe value starts at 500 (Level 1) and decreases with every shot that misses a pipe.

Moving target values are shown to the right of each row.

"BONUS" target value starts at 200 (Level 1) and increases with every target that is hit, but stops increasing when any letter is hit.

The bear is worth 50 points each time it is hit.

Game Malfunction

If your game malfunctions, press Reset to "clear" the system and begin a new game.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing CARNIVAL®, but it is only the beginning! You'll find that this cartridge is full of special features to make CARNIVAL® exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during

the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P. O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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